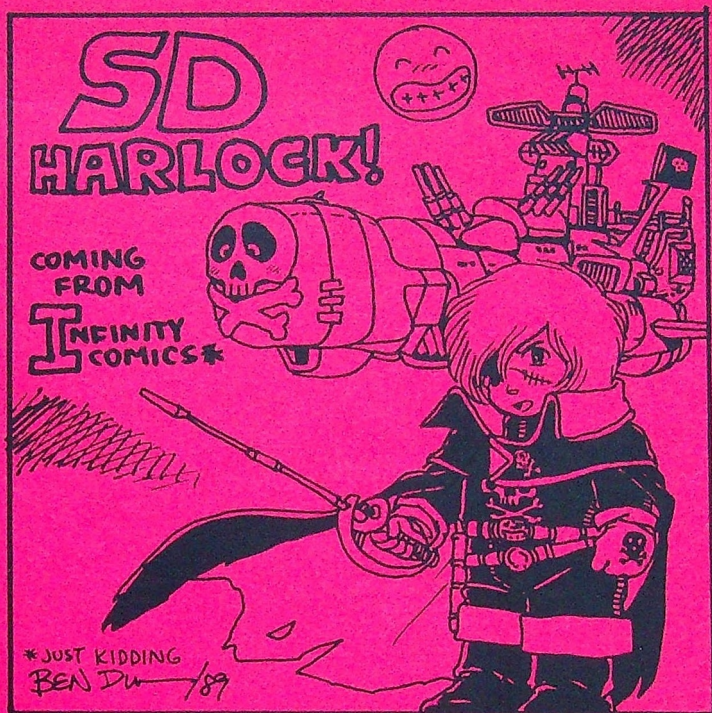


CELLULOID DIVERSIONS

The Best Little
Anime Newsletter
in the West

A Monthly Publication of the Cartoon/Fantasy Organization

Volume V Number 5
May 1989



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- fostering communication and friendship between fans of the same, both in the United States and around the world through correspondence, local sub-units, and other activities; and
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Celluloid Diversions

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MAY NOTES

In our last issue we had a number of short articles, to balance things out we have a couple of major articles this month. As promised, the feature article this month is Patricia Munson-Siter's Introduction to Sonic Soldier Borgman. (After the master copy of this issue had been printed, I received a call from Pat saying that she had discovered a few problems with the episode synopsis for episode #26 -- the corrections will appear next month.) Dafydd Dyar has provided an article on mecha models that traces the origin of some of the many model kits available here in the US. This is the first article we have had on modelling in a long time. Also in this issue you will find Robert Gibson's article on the upcoming Harlock comic book, an article on Urusel Yatsura V, the penultimate chapter of Pat's Lensman story, a return appearance of "Gaijinitsu Ichiban", and more.

Dafydd Dyar has written an excellent long article on Z Gundam which I plan to run over the next three or four issues. However, it is nothing but text and I have very few Z Gundam illos in the art file. So I am begging the artists out there to send in Z Gundam illos - both characters and mecha. Everyone wants art, but I cannot print what I do not have. An article on the mecha of Z Gundam would be nice as well (as would articles on anything for that matter).

About a week's worth of mail sent to my home address (that arrived between about April 7 and April 15) was lost due to a minor accident - If you wrote me, sent art or articles, or whatever and your letter arrived during that time, changes are good that I do not have whatever you sent in. My apologies, but accidents do happen.

From what I've heard, you all are not keeping our volunteer typists busy. Come on folks, submit something, without your articles this newsletter would be very thin. If you need ideas for articles, here are some things that we haven't seen much of that I'm like to see more of: reviews of manga, reviews of new anime books, reviews of new OVAs, reviews of anime records/CDs, reviews of anime-related fanzines, gaming articles, modeling articles, etc. None of these suggestions require knowledge of the Japanese language! Again, our volunteer typists are:

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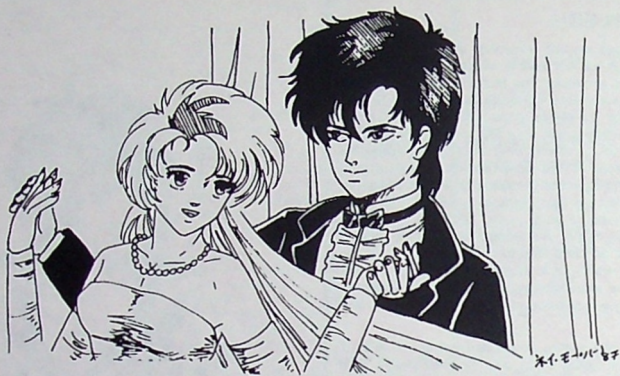
Front Cover: Ben Dunn

Carol Hoeke (pp 15, 19, 26,

Nel Mo Han (pp 3, 4, 5, 29)

Pat Munson-Siter (pp 7, 9, 10, 14, 20, 22, 25, 28)

Greg Pugh (p 17)



EDITORIAL MUTTERINGS

Guest Editorial by Robert W. Gibson

I was having a conversation with Randy about 11:00 one night (not a good time to talk to him 'cause he's barely awake then) and I mentioned one of the things I'd been seeing recently which really annoyed me and he suggested I write it up as a commentary column and this is what he got.

I was perusing a current newsletter from another animation fan club when I came across a rather well-written review of the *Dirty Pair* comic book from Studio Proteus and Eclipse comics. The article struck me as sort of odd for several reasons, not the least of which being that the review was, to my mind, fair (I've found our fandom can be terribly shortsighted when dealing with the way the anime and manga is handled by others). Not being a fan of either the anime or book versions of the *Dirty Pair*, I had never gotten overly interested in the comic version, but I had read the letters page of that title. Since I edit the letters page for *Ninja High School*, I make it a point to see what others are doing with their pages. After reading both the review in that aforementioned newsletter and the letters page of *Dirty Pair* #3, I started scratching my head; something did not quite make sense. On the one hand, the reviewer was saying that he did not like the comic and almost everyone he had talked to was of a similar opinion, but on the other side, Fred Burke (the editor of the *Dirty Pair* comic) was saying that all of the response Eclipse was getting was overwhelmingly positive.

Now I really have no reason to think that either of these people are wrong in their facts, but I can not help but think that this is a terrible thing for both the fans and for Studio Proteus and Eclipse. This sort of non-communication can

only harm the quality of future adaptations. I realize that Eclipse can only go by what they hear, and this is the problem as I see it. Instead of complaining about the comic in a newsletter that relatively few are going to see, all of you who don't like what they are doing should write to the publishers directly and tell them the problems you have with the book. Otherwise, they will think they're doing a swell job and continue to do the same thing. Unlike Marvel and DC, the smaller publishers do listen (they really have to, the fans make up a very large percentage of the readership of these manga adaptations). We really can make a difference in how they are handled. Just write in and give your honest opinions in terms they will take seriously; usually the more detailed the critique, the better it will be received. Don't write in just to bitch, even the worst adaptations have something good in them and, above all, be sure and remind those in charge that the series is worth doing and doing right. I know Toren Smith and he really wants to do a decent job, but I'm sure he can use some input if it is well-intentioned and nicely worded. I really don't know Viz's attitude toward reader response (I have heard some really nasty rumors about their attitude, but nothing certain), but I think they'll eventually realize that they have only everything to gain by taking our words to heart.

On another item of interest to some of you, Tim Eldred (head of the animation club *Animania*) has written the *Mecha* story in the current issue of the *Mayhem* anthology comic from Dark Horse Comics. I haven't seen it as of this writing (it might be out now), but I suggest that those mecha fans out there check it out. As more and more of these anime/manga-based comics are being handled by true fans of the mediums, we can only expect they will improve on the average.

Robert Gibson

ANIME NEWSWIRE

New Series Updates

(Some corrections and additions to last month's news by Pat Munson-Siter)

Makaze no Shojiro is actually *Fuuma no Kojiro*. (It's the same kanji but they are pronouncing them differently than my kanji dictionary lists - they're all kanji that have more than one possible pronunciation).

Tenku Sen Ki Shura has become *Tenku Sen Ki Shurato*. Earlier articles in the anime magazines listed it as "Shura"; the current issue now says "Shurato." Adding the "to" is like making a nickname or diminutive out of "Shura." (Like calling the editor "Randy" instead of "Randall.") This series looks to be a sort of combination of elements from both *Oguss* (perhaps *Dunbine* as well?) and *Yoroiden: Samurai Troopers*. Two young martial artists from Earth are swept into another world, where they find themselves in strange armor - and on opposite sides. Shurato, the title character, wears white armor. He's sorta Selya-like, has a temper and can be something of a klutz. Gal ends up in black and red armor. He's Chinese, very calm and cool (a lot like Dragon Shiryu in personality in some ways), and seems to have arrived in their new world a little earlier than Shurato did (as he attacks Shurato immediately and seems to be quite comfortable already in his armor. This series seems to draw on the Hindu pantheon rather than the Japanese. Other characters on Shurato's side are: Karurao (Silk Tower King) Reiga (blue and purple armor, yellow-blond hair), Teno (Sky King) Hyuga (tiger armor, dark brown hair) and Ryuo (Dragon King) Ruyuma (Green/blue and gold armor with a dragon's head shaped guard on one shoulder; he wears a helmet, so I can't give his hair color). Supporting Gal we have: Nalrao (Silk King) Renge (I think Renge is female, she has red and gold armor and has dark blue hair), Hibao ("Grandma's Equal King"? I think they just like the sound of these kanji) Dan (blue and black armor, red hair), and

Datsupoo (Brahmin King) Kuuse (Grey and red armor with a helmet so you can't see his hair). Warnings: I haven't heard the names of any of the characters besides Shurato and Gal, so the transliterations of the names and of the various "King" armor they wear may be off. Armor color may change as well - several already have in the material released to the anime magazines.

The third series I mentioned was *Ju Shin Rygar* or "Beast God Rygar." As the main character's "blo-sult" resembles a lion, and - as Viz keeps on reminding us - the Japanese interchange the L/R at will, it might be more appropriate to call it "Lygar" rather than "Rygar," although in the series the voice actors are using the "R" pronunciation. Use whichever version suits you best! I rather enjoy the designs of the "blo-sults" and the demons, though the character designs of the main characters (the human/humanoid ones, anyway) tend to be a bit youngish for my tastes. There's also a bit too much - so far, anyway - in the way of "panty" humor for my tastes, though admittedly the girls so far have given as good as they've got in playing such pranks. Looks like this one will be good for straight entertainment, anyway.

Strike Delays Grey

VIZ reports the Japanese dock workers' strike will delay the *Grey* series by one month.

Eternity to do a *Lensman* Comic?

Eternity is reported negotiating for the rights to do a *Lensman* comic based on the anime series and/or movie. (Your editor (who is a long time fan of E.E. "Doc" Smith's *Lensman* series) is not sure whether he would be overjoyed or horrified if Eternity does obtain the rights to do a comic based on the *Lensman* TV series or the *Lensman* movie. I think I'd prefer that Eternity obtain the rights to do a series based on Smith's original novels—RSS)



CAPTAIN HARLOCK IN ENGLISH

by Robert W. Gibson

"Well, uh, here we go again."

I can almost hear that thought being emitted from the mouths of most of you out there as you either read the title of this article or the blurb last issue where I mentioned that Eternity Comics had acquired the rights to publish a comic book version of the good Captain featuring all new stories. Being a fan of anime and manga myself, I've shared those doubts and fears of seeing your favorite Japanese characters and shows getting the hack treatment from indifferent and unscrupulous folks here in America. Last issue of CD featured Pat Munson-Siter's views of some of them and there have been many other examples of translations or adaptations; some well-intentioned, some not so well-intentioned. The reason for this article is to attempt to say to all of you that Eternity's version is going to be one of the best-intentioned of the lot for it is being done by two of the biggest Captain Harlock fans I know: Ben Dunn is drawing the series (some of you might have heard of NINJA HIGH SCHOOL), and I am writing it.

I decided that it was more or less my duty to all of you Harlock fans out there to at least let you know what to expect and when to expect it. In these days of hundreds of comic book titles appearing each month, it can no longer remain the job of only the publisher to make certain the books are publicized. If fans don't know of a comic book they certainly can't buy it (this also applies to retailers; if there is a comic book you want your local comic book store to carry, be sure and inform them of such).

I've been informed by Eternity that Captain Harlock will first appear as a backup feature in *Robotech 2: The Sentinels*, beginning in Issue #8 of that title (that's the June issue if everything goes according to plan). The backup feature will be a nine-page story, divided in three issues, and should appear in *Robotech 2: The Sentinels* #8, #9, and #10. The regular Captain Harlock series will begin sometime in the fall and will be monthly.

The art for the backup feature is almost complete and should make the scheduled issues of *Robotech 2*. Ben's art has never looked better (and I've known him for quite a while), and I only hope I can measure up. Both of us are very committed to doing the best we can on this project.

When Eternity first acquired the rights to do a comic book based on the Captain Harlock series, they (as I understand it) originally wanted to adapt the Harmony Gold version of the television series. Ben and I talked them out of this as we both believed this would be a big mistake since the Harmony Gold version is looked upon with disdain by most of anime fandom. I believe all of you realize that that would have been a grave error which might have ruined the character in the eyes of the American public who don't know Harlock from Avatar. We sent them a copy of the *My Youth in Arcadia* movie and told them that this was the version of Harlock most fans knew and loved and that they should do a series based on this, the Matsumoto character

we were most familiar with. They agreed and, with Ben's urging, decided that I should write the book since I knew the version very well and proved I was capable of getting the job done (the facts that Ben and I are friends, I've been doing the lettercol for NHS for some time, and I stayed up day and night doing preliminary work on the series did not hurt my chances either).

Once we had decided which version of Harlock we wanted to do, we needed to decide whether to create new stories or adapt those already known to Harlock fans via the SSX series. For legal reasons, adapting the SSX episodes would be trouble, so Ben, I and Eternity came to the conclusion that new stories would be the best avenue and Eternity gave us more or less free reign to do whatever we chose as long as we followed some very loose guidelines imposed only for licensing reasons (not that we'd even think of violating these rules). I apologize in advance to all of you who expected to see adaptations of the fantastic SSX television series, but I hope you give the book a look anyway.

Ben and I finally decided that we would use the *My Youth in Arcadia* movie as a basis for the new series and create a new mythos around it, all the while sticking to the tone and characterizations we all know and love. All of the characters who survived the movie will be present and Ben and I will introduce new characters in the tradition of the first two series. The first issue will introduce a new Tadashi (you were expecting someone with a different name?). Harlock, La Mima and Tochiro will all be there, as will our favorite free trader turned pirate, Emeraldas. The first issues will feature the Illumidas as the antagonists, though I hope to introduce more bad guys to plague Harlock so things don't get too repetitive. The *Arcadia* is green, of course.

Eternity is really behind us on this one, people, and is committed to pushing the book. Ben and I can do no less, we realize the survival of the comic depends on support from readers both within anime and manga fandom and without. This, unfortunately, means we must make certain concessions in art and story style. Ben, while remaining close to Reiji Matsumoto's style, is not going to ape it to a vast extent; there will be some changes made. The Eternity staff wants both more action and comedy relief than occurs in most Harlock stuff, so I will give them that also. But, rest assured, the romantic nature and strong reliance on ideas and emotions which characterizes the world of Captain Harlock will be present in volumes.

It would be dishonorable to do otherwise.

SONIC SOLDIER
BORGMAN



Review by
Pat
Manson-Site

SONIC SOLDIER BORGMAN

by Patricia Munson-Siter

NOTE: Well, I did ALL the translations, transliterations, etc. on this article myself, so if there are mistakes I'm the one to blame! It was also done a bit faster than I'd like, so I'm sure that some errors have managed to creep into this! If nothing else, hopefully it will help some of you enjoy this series a little more than otherwise. As usual, a warning is in order: This article DOES contain spoilers!

STORY BACKGROUND

In the year 199X, a meteor crashed on Earth, destroying a good bit of Tokyo (of course, where else?) In the process. Unknown to humanity at the time, this was not a stray astronomical occurrence. The meteor leaves in its wake three huge alien crystals, which were made by the Yoma - an alien race whose own world is dying. They have decided that Earth will do nicely as a new home. The crystals act as a gateway/transporter for the Yoma, who begin to infiltrate the Earth.

On Earth, an international effort has been underway to launch a manned deep-space probe. The astronauts manning it have to be made into cyborgs in order to withstand the rigors of the trip. Eight men have been selected. The project head is GILBERT MESA. His top assistant and the cybernetic expert is MEMORY GEEN. She in turn is aided by her colleague CHRIS. Two of the astronauts are named RYO HIBIKI and CHUCK SWAEGER (Yes, I'm sure SOMEONE on the show's production staff are fans of *The Right Stuff*!). Memory Geen's little brother, LEMINIS, was her former assistant but was killed during a lab experiment with the cybernetic equipment.

Gilbert is possessed by the leader of the Yoma, the Yoma actually entering his body like some intelligent parasite. The Yoma immediately perceives the cyborgs' value as warriors if properly equipped. While Memory is involved with finishing the process of turning the astronauts into cyborgs, Gilbert and two Yoma soldiers break into the chamber. He steals one of the chambers and destroys the others. Ryo and Chuck have not yet been placed into the conversion chambers and thus survive. After the mess is cleaned up, Memory decides that her best course is to turn her surviving cyborgs into soldiers dedicated to stopping the Yoma invasion. Chuck and Ryo agree, and Memory turns them into the Borgmen - having changed, with Chris' help, their components somewhat to meet the demands of their new duties. This includes various and sundry items that the Borgmen can call to them as needed - from their protective armor through various types of lethal weaponry. A little later, a school teacher named ANICE FARM is seriously hurt in an accident, and Memory turns her into a cyborg to save her life. Anice overhears a conversation between Memory and Chris about the Borgmen, and volunteers to join their number.

The Borgman cybernetics are quite similar to those used in

the American TV series *The Six Million Dollar Man* and *The Bionic Woman*. The cyborgs aren't quite as strong as Steve Austin was, but they possess the enhanced vision (including into infra-red and ultra-violet, which enables them to detect their enemies' weak points), better hearing, and so on.

Gilbert has consolidated his position with the Yoma and seen to the training of the warriors who will be used in conquering the Earth. It is time for the Yoma to begin to make their move, he decides. The opening battle is also the opening episode of the series...

EARTH'S WARRIORS

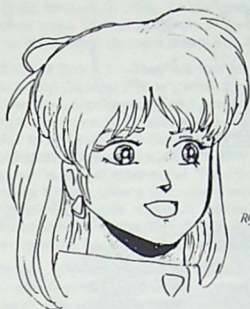
RYO HIBIKI: Ryo is the commander of the Borgman team. His armor is blue in color, and he rides a motorcycle named THUNDER. Ryo once was a racer before being selected to be a member of the deep space mission. As the series opens, he has become a teacher as a cover identity. (His armor, especially his helmet, reminds me a lot of that used for Peter Weller's character in *Robocop*.) He becomes rather "ahem" fond of Anice as the series progresses. He also has a rather quick temper.

CHUCK SWAEGER: Chuck is the heavy artillery of the Borgman team. His armor is green in color. Chuck seems to be older than Ryo and is a bit more stable than the Borgman commander - but lacks the aggression that makes Ryo a better leader. He becomes emotionally involved with MIKKI, leader of the "Phantom S.W.A.T.", later in the show. He becomes a physical education teacher at Anice's school as a cover identity.

ANICE FARM: Anice is the sharp-shooter of the Borgman team. Her armor is red in color. She is not as strong as her companions, but her greater speed and the fact her hearing and eyesight is better than theirs equals out their strength. She was a school teacher prior to the accident that resulted in her being made a cyborg, and remains so. She is quite courageous, and quickly proves she can "kick ass" as well as either of her comrades.

THUNDER: Yes, I know Thunder is a motorcycle - but "he's" also an "AI" (artificial intelligence) device that quickly develops to have a personality of its own. Thunder is also a cybernetic device, and can be changed with a "sonic module" into "SUPER THUNDER", a specially-designed and armed weapon of destruction. I've gotten rather fond of Thunder as I watch the show...

MEMORY GEEN: Yes, I KNOW most of the animation magazine articles spelled her name "GENE". But in episode #34, you get to see Memory in a lab coat in a flashback, and the studio spelled her name "GEEN" on the nameplate in that scene. So I've used the "GEEN" spelling... Memory is an expert in cybernetics, and was Gilbert Mesa's "second in command" for the deep space probe project. When the Yoma arrived and Gilbert became possessed, the project was abandoned. Memory became the leader of the new Borgman project, using the technology developed by the space probe scientists to fight the



ALICE FAMY



RYO HIDAKI



CHIK K. SAWYER



POLKA



MEMORY GEEN



CHRIS



SINZI



MARLITO



HONDO

Paul
Fama
1-87

FACES OF BORGMAN

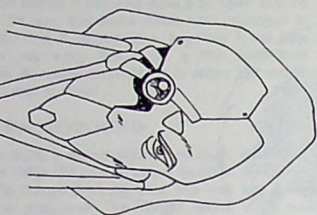
CERBERUS



DUST GENE



LEDA



FACES OF BORGIAN

GILBERT RESEA

LONGO 717

THE ROMA

FELENA

Yoma. I rather like Memory - she is actually quite beautiful and dresses stylishly. As someone who wears glasses myself, I'm happy to see the studios design a character who not only wears glasses but who also is quite intelligent - and who **doesn't** look like a frump or a nerd.

CHRIS - One of Memory Gene's assistants (possibly a romantic interest as well), he designed the weapons/sonic systems used by the Borgmen in their battles against the Yoma. He is killed during a battle with Dust Gede.

PHANTOM S.W.A.T. - They are five female police officers in "The World Criminal Police" (Well, that's what it says on the building they work out of) and have been specially trained to fight the Yoma. Their battlesuits and weaponry are quite similar to that you'll see the "Knight Sabres" wearing in the Bubblegum Crisis videos. At first their relationship with the Borgmen is almost adversarial. The Phantom S.W.A.T. seem to resent the Borgmen's successes, while the Borgmen tend to think the police team is rather trigger-happy. The commander of the Phantom S.W.A.T. is MIKKI, who as the series goes on becomes Chuck's girl friend.

MARIMO - One of Anice's fellow teachers, she often steps in to substitute for the Borgmen when they are unavailable to teach class (which is more and more often as the series progresses).

SINZI - A young boy, he's one of the most intelligent of the anime rag rats in this show - which gets him more often into trouble than not. He's a good-hearted kid, and soon sees through the Borgmen's disguises. Often called "Sinzi-kun" by the rest of the cast members. He seems to be one of Anice's special charges.

MOIRI - A young girl, she's Sinzi's best friend and often gets into trouble with him. Anice consistently keeps an eye on her, too.

HONDO - Seemingly older than most of the other students, and a little denser - perhaps he's been kept behind a grade or two? He also is something of a trouble maker, often getting into fights with other students.

THE YOMA

The Yoma are expert bioengineers who are capable of manipulating their slaves/subjects via brain power alone, though most need technological assistance of some kind when they make major revisions in the shape and functions of their warriors. The Yoma are also shape-changers. I am not at all sure that the forms we see them in throughout most of the show are their real ones; they may have taken somewhat humanoid forms in an attempt to gull their intended victims.

GILBERT MESA - Once human, he has been possessed by the leader of the Yoma, and thus is the leader of the forces intending to conquer the Earth. He retained his human knowledge and abilities as well as those of the Yoma, making him a formidable foe indeed.

DUST GEDE - Dust is actually Lemnis Geen reborn through the combined skills of Gilbert Mesa and the Yoma who

possessed him. While he is based on the same type of cybernetic technology used in making the Borgmen (and thus is himself a Borgman), there are numerous Yoma innovations added to his structure. Dust cannot do genetic manipulations with his mind, and needs technological devices to do the job. Because of his cyborg nature, however, he is the only one of the Yoma forces who can fully control the "Gil Field", a type of "pocket dimension" he can draw power from or use to entrap his opponents in.

FELMINA - A Yoma warrior, she is the best they have at genetic manipulation - she almost never needs to use technological aid in creating her monsters. Thus, in Yoma eyes, this makes her one of their strongest warriors. This belief, combined with her humiliating defeats at the hands of the Borgmen, eventually drives her insane.

CERBERUS - A Yoma almost as skilled as Felmina in bioengineering.

UONGOTUT - A Yoma warrior, he double-crosses Dust Gede while the cyborg is battling Ryo - and is killed for his efforts.

UEDA - More of a mage and scholar than a warrior, he is one of Gilbert's advisors - but does get involved in the action on occasion.

There are also various other Yoma of different ranks and types, but none of them stick around long enough to be worth mentioning...

BASIC STORYLINE AND COMMENTS

There isn't a lot to say about the storyline; it's your basic "repel the alien invaders" plot. Gilbert keeps sending his warriors out to defeat the Borgmen, and the Borgmen keep on defeating all their plots. It's the character interaction and development which make this show interesting. It isn't until the later chapters - when Ueda stages a coup against Gilbert and begins to mutate the human/Yoma combination into a new weapon - that the series diverts somewhat from what you expect, but even then the plot is still somewhat predictable.

The work done on Dust Gede and his interactions with his fellow Yoma and the Borgmen - and finally Memory Geen - are fascinating. Ueda at times seems to be Dust's only ally among the Yoma, though later Ueda reveals to Memory that he sees Dust only as a tool, not a true ally. The Yoma don't seem to be quite sure how to treat Dust. He is human at heart, after all, and thus he isn't really one of them. The fact that Gilbert has "hard wired" his brain into loyalty to the Yoma doesn't alter their mistrust. And the Borgmen are what he SHOULD have been if Gilbert hadn't interfered; they have the sort of companionship and friends that Dust, deep in his heart, yearns for. This is one reason for his unreasoning hatred of them. They, on the other hand, find his loyalty to the Yoma incomprehensible, and hate him for being a traitor to humanity. Dust really has no place to turn, so his end seems somewhat inevitable. What does he say so silently as he dies? Is it his sister's name - the older sister he once worshipped, who has just shot him dead? Or

is he unrepentant to the end, still insisting that he's Dust Gede, thier enemy? Talk about pathos! Whoop! This takes place in episode #34, making it definately one of the best episodes in the series.

It's nice to see that almost all the main female characters in this show are both intelligent AND very strong - if not always physically, then emotionally. Memory Geen is a very capable leader, and her Intelligence saves the Borgmen's butts on numerous occasions. Anice is a capable warrior who is not afraid to use her strength when it's needed - and she's also been in the top of the "favorite anime character" polls for quite some time. Mikki is wonderful - she may not be a cyborg, but even without her battlesuit she fights very well without showing her fear. Talk about strong female role models!

The worst part of this show is definately the cast of anime rug-rats. Having the main characters take jobs as school teachers unfortunately leads to overuse of the "let's get the kids in trouble so the main heroes can turn into cyborgs and save them" plotline. This fault destroys over half of the early episodes, until the studio got going on the main storyline and began to focus on the war instead of the kids. It can be **very** frustrating. For example, Episode #13 is one of the best of the series, concentrating on a battle between Dust and Ryo that makes a dramatic change in their relationship. What do they do with #14? Follow up on the excellent storyline in the previous episode? No, it becomes another "save the rug rat from the ugly robot" story. I felt ill...

In contrast to the rug-rats, at least the main characters are all young adults in their late teens to early twenties instead of being 14 or 15 years old...

While Ryo is definately the main character of the show, the studio had the wisdom to not let him dominate the entire series and every episode. Each of the three Borgmen get numerous chances to shine and save their companions, and these three also know their teamwork as well - often it takes the efforts of all three to defeat a particular foe. After SAINT SEIYA's insistence on individual fights, the teamwork in BORGMAN is something of a relief, as a matter of fact! Better yet, even minor characters get a chance to save the day - several episodes saw Memory Geen being the individual most responsible for defeating the enemy!

The music composed for this show is quite nice. It's another case where the music for the bad guys (particularly "Gil's Advance") tends to be better (well, in my opinion, anyway!) than that for the heroes. Needless to say, I've all three of the BGMs. If you're not sure about the music, I'd say get the second album - it has the widest range of music as well as some of the better songs. (Surprise! Some of the songs have vocals that actually have something to do with the story!)

The artwork can take some getting used to; it's rather more angular than I usually like. But I'll admit that the two things that kept me watching this show long enough to discover that it wasn't as bad as first impressions led me to believe

(those damned rug-rats!) were the way Chuck Sweager and Dust Gede were drawn...I've had quite a few guys tell me that they could say the same about Anice, Memory, and Mikki...The transformation sequence is beautifully done. However, with four characters (Thunder as well!), each having their own sequence, you usually get at least two and sometimes **three** stock-footage scenes an episode. I suppose if you only see a show once a week it doesn't get so tiresome, but when you watch several in a row...well, you learn to fast-forward through them REAL quick!

All in all, BORGMAN is a fairly decent series, particularly if you ignore a lot of the episodes prior to #15. The large amount of action and battles in the series makes it an excellent choice to show at conventions. I won't say it's great or is going to be on the top of my list of favorites, but it IS enjoyable, if you can ignore the holes in the plot - just don't expect much other than lots of action!

EPISODE SYNOPSIS

These are really short and sweet, as I'm not going into any detail. Hopefully it'll be enough to let you look at an episode and figure out which one you've got. No, I haven't translated episode titles yet...

#1 & 2 - Two-part intro episodes. Ryo gets waylaid by Yoma "pets", initially thinking it's part of a training exercise. A Yoma warrior invades the Justice Building (the one with the Winged Victory statue on top) and takes over the computers. The Borgman team must defeat her.

#3 - A Yoma vampire-like warrior calls up a crew of skeletons to menace the Borgmen. (He's got Aries Mu's voice actor)

#4 - Dust Gede's first battle against the Borgmen. Intending to capture Chris, who designed the Borgmen's weapon systems, he uses the Gil Field to entrap the Borgmen, Memory Geen, and Chris - as well as all of Ryo's students. Chris is killed in the battle.

#5 - Dust Gede calls up the "Devil Tank" to fight Super Thunder as Chuck and Anice takes the kids on a field trip.

#6 - The Yoma manage to bring a bunch of motorcycles "to life" and use them against the Borgmen...

#7 - Felmina turns several humans, including an old man, into monsters that fight the Borgmen.

#8 - Felmina bio-engineers some flower seeds so the resulting flowers create a LSD-like effect in those that smell their pollen. When the Borgmen investigate, an elf-like Yoma warrior attacks them.

#9 - Ryo, Chuck, and the kids get involved in a boat race. They don't know that one of their fellow contestants is Ueda, one of the Yoma...

#10 - Moiri meets a young boy the Yoma are desperately hunting. It seems he has quite a bit of ESP, and the Yoma want to use him as a power source.

#11 - The anime brats are exploring a deserted subway

system that the Yoma are using as a staging base for one of their monsters. The Borgmen must save the day...

#12 - Sinze is painting one of the Yoma crystals when he sees it glow. Investigating, he is captured by a two-headed Yoma warrior. The Borgmen must try and free him.

#13 - Ryo finds himself battling Dust Gede in earnest this time, both opponents seriously damaging the other. Uongot Interferes with the battle, and almost wipes out Dust Gede. Dust uses the sword Ryo had wounded him with to kill his Yoma adversary. Ryo remembers the day Gilbert broke into the cyborg conversion area, killed most of the astronauts and stole the remaining occupied chamber. He saw the face of the man inside - and it matches Dust Gede's! Problem is, he didn't recognize the man as one of the astronauts he'd been training with...

#14 - Felmina sends an ugly robot assassin after Ryo, who is having some control problems since Memory repaired the damage Dust did to him. The kids get in the way. NOT one of the better episodes...

#15 - Yoma are ambushing young women at night. Anice becomes a decoy. Chuck and Ryo are her backup, and are arrested by the Phantom S.W.A.T. - who assume they're out to mug Anice. They must break out of their special prison when Anice runs into the Yoma and requests help.

#16 - Chuck becomes a stuntman for a Borgman movie. No one realizes that several people working with the movie are in fact Yoma, and Chuck has become their target...

#17 - Chuck meets Mikki at a game arcade and becomes attracted to her. He takes her on a date to a gambling casino, where the Yoma interrupt their enjoyment with things like playing cards coming to life. Both Chuck and Mikki almost immediately figure out who/what the other is...

#18 - The Yoma send a giant horse-like creature to hold off Borgman and the Phantom S.W.A.T. while one of their warriors begins the process of establishing the fourth "point" of their transportation field. Memory has a flashback of when Gilbert became possessed by the Yoma, and how Chris saved her life.

#19 - Anice discovers a hidden elevator that leads to an underground duplicate of the Justice Building, manned by robot doubles of the people above ground. It is Felmina's current project to take over the forces resisting the Yoma.

#20 - Felmina and Dust Gede come to blows as both Dust and Ueda taunt her about her current failures. Ryo rescues a blind girl during one of their battles. He persuaded Memory to try and cure her; but the Borgmen must stand off Felmina and her monsters at the same time Memory operates.

#21 - Felmina uses her own blood to create a creature shaped like a starfish that then possesses all the kids in Ryo's class. Memory must figure out how to free the kids.

#22 - A class school trip is interrupted by Felmina. During the final battle she becomes part of her monster and is killed when it is destroyed by the Borgmen.

#23 - Ueda sends a monster that sheds pretty "scales" when destroyed. Shinze brings one into Memory's HQ, where it later turns into a Yoma creature.

#24 - Dust uses a "flower" to possess Mikki and force her and the other police to try and stop the Borgmen.

#25 - Dust takes over the abandoned space port. When the Borgmen arrive they are transported to the Yoma world. Memory figures out how to send their weapons to them, but they've still a lot of Yoma to fight...

#26 - The Borgmen are still stuck on the Yoma homeworld. They and Memory finally figure out how to bring them back, but a heavy price must be paid.

#27 - Dust captures the Phantom S.W.A.T. as they try to invade the abandoned space port he's taken. Borgmen, still hurt from the last episode, arrive to save them. They succeed, but all three are badly hurt. Dust Gede succeeds in establishing the first "signal" needed to complete the "Gil Triangle" (it's actually a pentagram, but they CALL it a "triangle").

#28 - Anice is worse hurt than her companions, who are at least up on their feet. Memory is analyzing Dust Gede's readings and realizes they are based on her own cybernetic designs. Then she sees a picture of his face. Taking out a "picture disk", she projects a photo of her late younger brother, Lemnis, and realizes the two look much alike. All three Borgmen must fight Dust's next attack, but again he is successful in planting the second signalling device next to the Justice Building.

#29 - Ueda stages a "palace coup" against Gilbert. Taking part of his substance (and leaving behind a "shell"), Ueda uses the combined genetic material of Yoma and human to start bio-engineering a new Yoma weapon. Dust is sent after the Borgmen. The Borgmen try and destroy one of the signalling devices but fail - two more crystals arrive from space, creating the "Gil Triangle" with the other three.

#30 - Gilbert is changing radically in Ueda's chamber as the new leader of the Yoma sends Dust after the Borgmen again. Memory picks up Dust's arrival, and the Borgmen respond. The kids take shelter in Memory's building. Sinze goes exploring. Dust confronts Memory, but she escapes. Then she and Sinze are trapped by falling debris...

#31 - Lots of flashbacks this episode as Memory hallucinates/remembers the past. Sinze collapses, and Memory calls for help. It's Dust Gede who finds her...

#32 - Memory and Sinze are now prisoners. Outside the police (including Mikki) and the Borgmen confer as the Yoma influence spreads. They find Memory's "notes" and start deciphering them. They go to find Memory. Ryo fights Dust, and this time Dust must retreat.

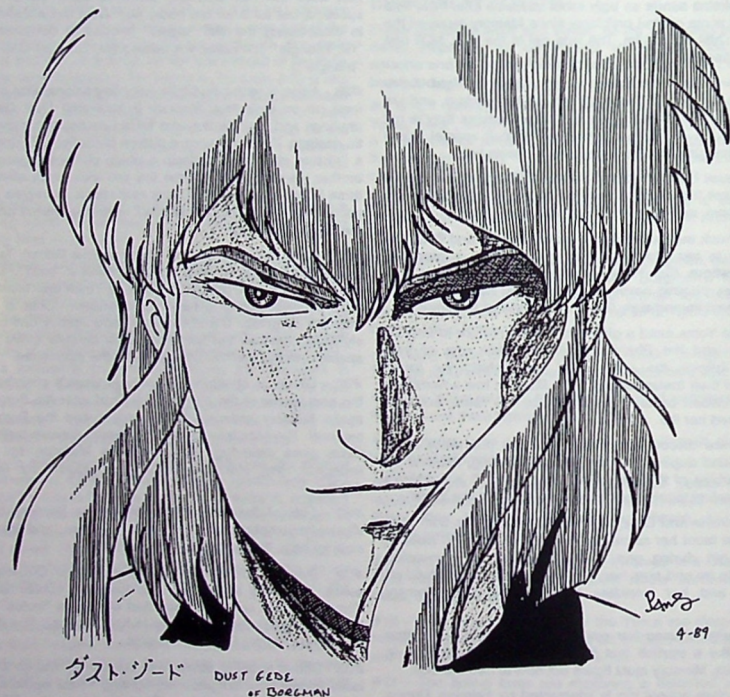
#33 - Gilbert is being turned into something that no longer looks human. The Borgmen are fighting Yoma warriors with varying degrees of success. Dust examines the damage Ryo did to him and knows he is not going to be able to get

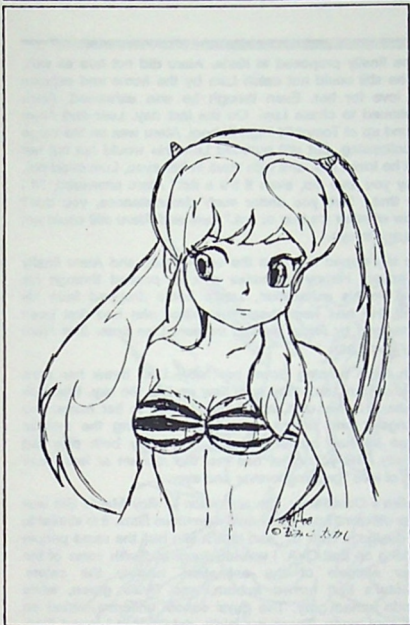
repaired before his next battle. The Borgmen's battles against the Yoma continue.

#34 - The "gate" is complete, and the Yoma castle arrives on Earth. Memory is now Ueda's captive inside it. Gilbert's image appears to her and tells her that Dust Gede is actually her little brother Leminis. She thought he'd died in the lab accident, but Gilbert took the body and turned it into a cyborg - which was then further modified to give the Yoma a cybernetic warrior, Dust Gede. Ueda shows up, dismisses Gilbert's image, and drags Memory and Sinze after him to witness the "defeat of the Borgmen". He sends Sinze into the combat area as bait, with Dust the spider in the web. Ryo arrives - and one of the best battle sequences in the series takes place. Memory takes a ceremonial

dagger and kills Ueda with it, then makes her way to the combat area. She tries to talk sense into Dust (who is currently doing his best to strangle Ryo with his bare hands) but ends up having to shoot him instead as he walks toward her, insisting that he's Dust Gede...He dies in her arms.

#35 - Both Dust Gede and Ueda are dead, but there's still Ueda's monster - the one that used to be Gilbert Mesa - to deal with. It is awakened from its slumber by a naval bombardment. Using Thunder's final, special transformation, the Borgmen attack. They are successful in destroying the monster, but the cost is the sacrifice of Memory Geen's life. The Borgmen survive...(they have to, there's a series of OAVs planned!)





Urusei Yatsura V: Boy Meets Girl

Translated from the movie program by Mamie
Edited by Susan Houston

PART I: Won't you marry me? Why aren't you jealous?!

Lum had a strange dream. In the dream, an old man in a black coat said, "When you've grown up, I'm coming back and marrying you." Lum was very anxious about the dream, but Ataru ignored her and continued flirting.

However, Sakura had sensed something was wrong. It's unusual to feel nothing after you see a black cat cross in front of you, a mirror broken, and Cherry. Her crystal ball said that Lum would be taken away to a dark world.

At this point, Lum was back on her home planet (Oniboshi) because her Great-Grandfather wanted to meet her. He had been forgotten since he had moved (they accidentally bundled him up with his belongings), but had been recently found. However, an unexpected person appeared during the touching meeting. It was Upa, the old man that Lum had

dreamed about.

Long ago, Upa helped Great-Grandfather, who had fainted while travelling. In return, he promised to give Upa his daughter as wife. However, the Great-Grandfather only had a son. Upa saw that he had been deceived, and had been waiting for a daughter to be born. Now Upa had come to make Lum marry his great-grandson, Rupa. "I have a steady!" Lum said, and Upa was turned out, but he smiled fearlessly.

Soon after, a boy arrived at Tomobiki High School. He wore a wavy black cape, and drove a flying chariot drawn by pigs. It was Rupa, Lum's arranged fiancé. He crashed into a wall and was carried to the infirmary. When he awoke, he shouted "Lumi!" and clung to Sakura. He didn't seem to know what Lum would look like. During this little scene, Lum returned. Thinking nothing of his mistake, Rupa put a wedding ring on Lum's finger and left in his chariot.

Ataru got unpleasant about the sudden appearance of Rupa. Also, the wedding ring he forced on Lum wouldn't come off. Unknown to them, the ring contained a medication that slowly changed the wearer. The next day, Lum ran into Rupa on her way to school, and he was able to kidnap her, since the ring had by then taken away all her supernatural powers. Her horns fell to the ground, and Ataru clutched them as Rupa and Lum flew away, and he heard Rupa laughing...

PART II

On the dark planet, the wedding ceremony for Lum and Rupa was being prepared in spite of Lum's resistance. Rupa was the richest hog raiser on the planet. (Terribly romantic, don't you think?) Benten and the others, who had come to rescue Lum, failed to make the time jump, and were captured the minute they arrived on the planet. However, Ataru was not found, and he tried to get into the ceremonial hall with the help of Karla (or Kalra), who loved Rupa. They were in full ceremonial dress and pretended to be the bride and groom. They managed to get through the guard, but a twig caught Karla's veil and she was revealed.

Karla and Ataru were led into the hall at gunpoint, and caused great chaos in the hall. Upa secretly changed Lum for a clone, which he had prepared for an emergency. In the explosion and fire of the hall, Karla approached Rupa, but when he cruelly said "I don't love you," she angrily fired away at him. On the other hand, Ataru was depressed because Lum's clone said she would marry Rupa. The real Lum managed to escape, and ran to Ataru, but he was angry and rude to her.

Meanwhile, Benten and the others found out about the chaos in the hall and broke out of their prison. Ataru and Rupa were forced up to the roof of the hall by a furious Karla. Rupa grabbed Lum, and tried to escape with Upa's spaceship, but Mendo cut the rope ladder Rupa clung to and they fell back to the roof. As they slid down the steep roof, Oyuki threw icicles to slow them down. Rupa managed to hold on to Karla, and Ataru hung on the edge of the roof,

but Lum continued to fall!

Ataru dropped out of his jacket and swam against gravitation, desperately trying to catch up with Lum. As they fell together, they continued quarreling. Electricity lit up the night sky, and Lum recovered her powers. She pushed Ataru (who had been charred, as usual) away, and she announced to him, "I'm staying on this star!"

They parted in anger, Ran's spaceship returned to Earth, and all seemed normal. But then Sakura's crystal ball indicated that the earth would be covered by darkness....

Part III

When everyone got back from the dark planet, they gathered at Ataru's place, where they had a little snack. Ran discovered some mushrooms on Karla's luggage and, as she picked them up and was putting them in the stew, Karla turned pale. The mushrooms came from the dark planet, and when exposed to heat and light would turn into giant mushrooms. Ran was startled, and accidentally dropped the mushrooms into the pot. Instantly they grew bigger, penetrated the wall and the roof, and continued to grow. Even gluttonous Rei could not finish eating these mushrooms. The mushrooms dispersed their spores. In seconds, Tomobiki was covered by them. Soon they would cover the world.

Only Rupa's pigs could destroy the mushrooms. There was nothing else for Karla to do but contact him. Their stubbornness was put aside for the moment, but Ataru and Lum refused to apologize to each other. When Ataru would not tell Lum that he loved her, negotiations broke off.

The sky above Tomobiki was suddenly filled with flying pigs. The figures of Rupa and Lum appeared in the sky. Lum announced that the pigs would not eat the mushrooms unless Ataru accepted her challenge to another game of tag. Lum said to him, "If you love me, say so!"

So the tag to determine the destiny of the earth again. Ataru tried his old flirtatious tricks, but Lum did not even turn her head. This was serious to her. One day passed, then two, then three days. Lum still was not trapped by Ataru's attempts. To make matters worse, Lum's father had brought a huge amnesia tube machine in his spaceship. If Ataru did not say that he loved Lum, her father would eliminate all memories about Lum from the minds of her friends on Earth. Beriten, angered by this decision, threw her weight around and accidentally stated the amnesia tube machine.

Part IV

Mendo and Lum's friends tried to stop the amnesia tube machine, which was shaped like an ugly human robot. If they could hit the belly of the robot with a ball, they could destroy it, but it was not easy to hit the target. Mendo's private army was unable to defeat it. Even his giant "secret weapon" robot was defeated. The only solution was to have Ataru say "I love Lum."

After talking to Lum, and recognizing his feelings for Karla,

Rupa finally proposed to Karla. Ataru did not fare as well, for he still could not catch Lum by the horns and express his love for her. Even though he was exhausted, Ataru continued to chase Lum. On the last day, Lum and Ataru wound up at Tomobiki High School. Ataru was on the verge of collapsing, but still pursued Lum. He would not tell her that he loved her, and with tears in her eyes, Lum cried out, "Say you love me, even if it's a lie!" Ataru answered, "If I say that I love you under such circumstances, you don't know whether it's true or not." Lum and Ataru still could not see eye to eye.

The sky turned red from the setting sun, and Ataru finally collapsed. Happy memories of Lum passed through his mind. In his exhaustion, Lum's horns dropped from his hand. He had kept them ever since she had first been kidnapped by Rupa. At that moment Lum knew that Ataru truly loved her.

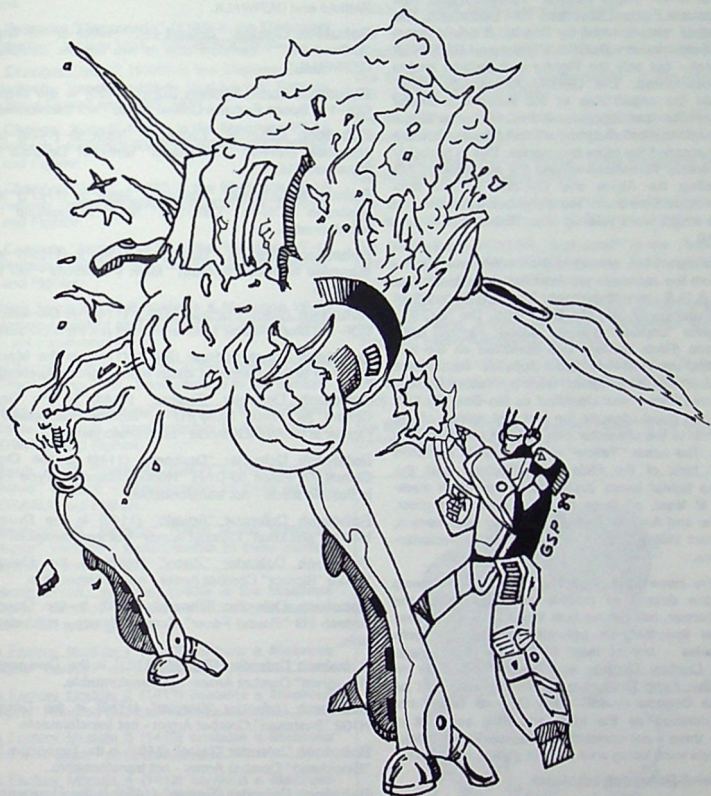
With tears running down her face, Lum threw her arms around Ataru, and they both flew up into the sky. She took his hand in her own, and brought it up to her horns. The youngster had finally succeeded in winning the maiden whom he had pursued in tag, and they both play tag happily. The youngster has met the maiden at last. Their "tag of love" goes on forever and ever.

[Susan's Comments: The animation in *Boy Meets Girl* was quite different from Takahashi's previous films. It is similar to the design in Lum '87, and I think she had the same people working on that OVA. I was disappointed with some of the minor aspects of the animation, namely the colors. Shinobu's hair turned auburn, and Ryu's green, while Mendo turned gray. The guys' school uniforms turned an odd gray-green. These are picky details, but I found them distracting.

The film itself is beautiful to look at, and the animation is a great deal more polished, in my opinion, than anything Takahashi has done before. However, it was the roughness that endeared me to her earlier work, when character didn't look so perfect.

The story line really has two separate plots: the kidnapping and subsequent rescue of Lum, and the game of tag. I felt that either one by itself would have been sufficient for the movie. This movie just didn't have the depth of the earlier Urusei Yatsura movies, namely *Beautiful Dreamer* and *Lum the Forever*. It is a hollow rabbit feature (check Tim Eldred's definition), beautiful to look at, but when bitten into, hollow and lacking solidity.

Don't let all of these negative comments discourage you from watching this movie. Regardless of these aspects, the film is fun, and it's easy to pick up the plot. It's great for those of you who don't like films that you need a translation of subtitles to comprehend. For those that like shows with depth, maturity, and philosophical elements — well, this is a nice refreshing break. It does redeem itself further, by going into one of the real problems in love relationships: the failure to communicate.]



More Than Meets The Eye:

Mecha In Disguise

by Dafydd Neal Dyar

If you're into collecting **Robotech** or other Japanese anime-related merchandise, take a closer look at the items being offered for sale. All too often, mecha from one series turns up under the label of another.

Case in point: The Hasbro **Transformer** Autobot "JetFire" is actually the VF-1S "Super Valkyrie" Veritech fighter from **Super Dimensional Fortress Macross** (aka **Robotech: The Macross Saga**) manufactured by Bandai. It's fully transformable to three modes - Battloid, Fighter and GERWALK (aka Guardian) - but only the Fighter and Battloid modes are fully documented. The GERWALK/Guardian mode, being outside the capabilities of the Autobot character displayed on the package, is indicated in a single "alternate transformation" diagram, without the step-by-step instructions accorded the other two modes. This is probably the highest quality **Robotech**-related toy available in this country, rivaling the Alpha and Cyclone fighters from Gakken distributed here under the Matchbox label, but you won't find a single word relating it to **Robotech** - it's a **Transformer**!

Similarly, Monogram Inc. marketed two transformable plastic models from the Japanese anime series **Genesis Climber M.O.S.P.E.A.D.A.** (aka **Robotech: The New Generation**) under the **Challenge Of The Go-Bots** logo. The AFC-01Z Armored Fighter "Legloss" (VAF-6J "Alpha" Fighter) used by Fuke Eroze (Rook Bartley) was identified as **Go-Bot** "Leader-1" and the VR-041-H "Blow Superior" Ride Armor (VR-041 "Saber" Cyclone Fighter) worn by Yellow Belmont (Lancer/Yellow Dancer) was identified as **Go-Bot** "Cy-Kill" (one of the bad guys), despite the fact that neither of the models resembles the character with which it's identified in the slightest. The name "Yellow" is quite clearly stenciled on the fuel tank of the Ride Armor/Cyclone and the Legloss/Alpha fighter bears Jupiter Base squadron markings. Here, at least, all three modes - Armored Fighter, Armored Diver and Armored Soldier - are fully documented, despite the fact that this, too, contradicts the characterization on the box.

Revell did the same kind of product switch a few years earlier. Of the dozens of models marketed under the **Robotech** banner, most came from **Macross** - which was, after all, the first thirty-six episodes of the composite American series - but at least nine came from **Super Dimensional Century Orguss** and another dozen or so came from **Sun Fang Dougram**. While a case could be made for the **Orguss** models - the **Orguss** series was under consideration as the third and final segment of **Robotech** - there's no connection whatsoever with **Dougram**. The fans were being sold a bill of goods, even then.

Here's the Revell **Robotech** scorecard:

Robotech Changer "Orguss" (1001?) is the **Orguss** Emaan "Orguss" Veritech - transformable to four modes:

Battloid, GERWALK, Spud Fighter and Sonic Tank.

Robotech Changer "Nikick" (1002?) is the **Orguss** Chiram Air Force 03-01-H "Nikick" Standard-Type Fighter - transformable to two modes: Battloid and GERWALK.

Robotech Changer "Olson" (1003) is the **Orguss** Chiram Air Force MGB-21F-1 "Ishkick" Command-Type Fighter - transformable to two modes: Battloid and GERWALK.

Robotech Changer "Orguss II" (1004) is the **Orguss** Emaan "Orguss II" Veritech - transformable to two modes: Battloid and GERWALK.

Robotech Changer "Drifand Dal" (1005) is the **Orguss** "Drifand Dal" - transformable to two modes: Battloid and GERWALK.

Robotech Space Fortress SDF-1 (1125) is the **Macross** SDF-1 in Space Fortress Cruiser mode - not transformable.

Robotech Defender "Excalibur" Mark VI (1126) is the **Macross** MBR-04 "Tomahawk" Mark VI Destroid - not transformable.

Robotech Defender "Baldr-X" Mark X (1127) is the **Macross** ADR-04 "Defender" Mark X Destroid - not transformable.

Robotech Defender "Gladiator" Mark II (1128?) is the **Macross** MBR-07 "Spartan" Mark II Destroid - not transformable.

Robotech Attack Fortress SDF-1 (1143) is the **Macross** SDF-1 in Storm Attack Trooper mode - not transformable.

Robotech Space Fortress SDF-1 (1144) is the **Macross** SDF-1 in Space Fortress Cruiser mode - not transformable.

Robotech Defender "Exaxes" (1145) is the **Orguss** Chiram Air Force MGB-21F-1 "Ishkick" Command-Type Fighter in GERWALK mode - not transformable.

Robotech Defender "Decimax" (1146) is the **Orguss** Chiram Air Force 03-01-H "Nikick" Standard-Type Fighter in Battloid mode - not transformable.

Robotech Defender "Aqualo" (1148) is the **Dougram** H404S "Mackerel" Combat Armor - not transformable.

Robotech Defender "Zlyon" (1149) is the **Dougram** HT128 "Bigfoot" Combat Armor - not transformable.

Robotech Defender "Thoren" (1150) is the **Dougram** Soltech H8 "Round Facer" Combat Armor - not transformable.

Robotech Defender "Zoltex" (1151) is the **Dougram** D7 "Dougram" Combat Armor - not transformable.

Robotech Defender "Condar" (1152) is the **Dougram** H102 "Bushman" Combat Armor - not transformable.

Robotech Defender "Talos" (1153) is the **Dougram** T-10B "Blockhead" Combat Armor - not transformable.

Robotech Defender "Gartan" (1154) is the **Dougram** F4X "Ironfoot" Combat Armor, not transformable.

The **Robotech Defender "Strike Force"** (1192) is a

Dougram F4X "Ironfoot" Combat Armor and a **Currier** MP-2 "Dewey" attack helicopter - not transformable.

The **Robotech Defender "Assault Squad"** (1183) is a **Dougram** Avitate F35C "Blizzardgunner" Walker Tank and an **Einsteid** AFV attack helicopter - not transformable.

The **Robotech Defender "Airborne Attacker"** (1187) is a **Dougram** H102 "Bushman" Combat Armor and an **Eastland** WE-211 "Maverick" cargo-lifting helicopter - not transformable.

Robotech Defender "Commando" (1189) is the **Dougram** F44B "Crabgunner" Walker Tank - not transformable.

Robotech Changer "Nebo" (1400) is the **Orguss** Emaan "Orguss" Veritech - transformable to four modes: Battloid, GERWALK, Spud Fighter and Sonic Tank.

Robotech Changer "Orbot" (1401) is the **Macross** VF-1A "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

Robotech Changer "Vexar" (1402) is the **Macross** VF-1S "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

Robotech Changer "Axoid" (1403) is the **Macross** VF-1J "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

The **Robotech Factory** (1404) contains a **Macross** VF-1J "Valkyrie" Armored Battloid and MBR-04 "Tomahawk" Mark VI Destroyer - not transformable.

Robotech Changer "Trigon" (1405) is the **Orguss** Chlram Air Force "Triad" Flying Tank - transformable to two modes.

The **Robotech VF-1J "Valkyrie"** (1406) is the **Macross** VF-1J "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

The **Robotech VF-1S "Valkyrie"** (1407) is the **Macross** VF-1S "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

The **Robotech VF-1D "Valkyrie"** (1408) is the **Macross** VF-1D "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

The **Robotech VF-1A "Valkyrie"** (1409) is the **Macross** VF-1J "Valkyrie" Veritech - transformable to three modes: Battloid, GERWALK and Fighter.

Robotech Factory Module 1 (1410) contains a **Macross** VF-1S "Valkyrie" Battloid - not transformable.

Robotech Factory Module 2 (1411) contains a **Macross** VF-1A "Valkyrie" Armored Battloid - not transformable.

Robotech Factory Module 3 (1412) contains a **Macross** VF-1A "Valkyrie" Fighter - not transformable.

Robotech Factory Module 4 (1413) contains a **Macross** VF-1J "Valkyrie" GERWALK - not transformable.

FASA Corporation, makers of the **BattleTech** role-playing games (RPG), have apparently picked up the **mecha** designs formerly licensed to Matchbox and Revell. Most of

the **BattleTech** **mecha** designs are from **Macross**, with **mecha** from **Dougram** and **Crusher Joe** thrown in to round things out. Sixteen of these **mecha** were marketed as 3-inch models, packaged for FASA by Twentieth Century Imports in eight sets, two to a set. I'm only familiar with five of the eight sets, so I can only account for ten of the sixteen models. Since FASA chose to present different modes of the same machine as completely separate **mecha**, none of the **BattleTech** figures transform.

Here's the FASA **BattleTech** scorecard:

The **BattleTech** ARC-2R "Archer" is the **Robotech** "Gladiator" (**Macross** MBR-07 "Spartan" Mark II Destroyer).

The **BattleTech** BLR-1G "Battlemaster" is the **Dougram** F4X "Ironfoot" Combat Armor.

The **BattleTech** CDR-3R "Crusader-D" is the **Robotech** **Macross** VF-1J "Valkyrie" Veritech Armored Battloid.

The **BattleTech** GRF-1N "Griffin" is the **Dougram** Soltech H8 "Round Facer" Combat Armor.

The **BattleTech** LCT-1V "Locust" is the "Hunter" robot, akin to the **Star Wars** "Scout" AT-ST, from **Crusher Joe**.

The **BattleTech** MDR-3R "Marauder" is the **Robotech** Zentraedi Officer Battle Pod (**Macross** Zentraedi "Glaug" Command System Combat Pod).

The **BattleTech** OST-9C Mark II "Ostroc" is the **Robotech** Zentraedi Heavy Artillery Battle Pod (**Macross** Zentraedi "Regault" Heavy Artillery Combat Pod).

The **BattleTech** RFL-3N "Rifleman" is the **Robotech** "Raidar-X" (**Macross** ADR-04 "Defender" Mark X Destroyer).

The **BattleTech** SHD-2H "Shadow Hawk" is the **Dougram** D7 "Dougram" Combat Armor.



The **BattleTech** TDR-5S "Thunderbolt" is the **Dougram** T-10B "Blockhead" Combat Armor.

The **BattleTech** WHM-6R "Warhammer" is the **Robotech** "Excalibur" (**Macross** MBR-04 "Tomahawk" Mark VI Destroyer).

The **BattleTech** WSP-105 "Wasp" is the **Robotech**/**Macross** VF-1S "Valkyrie" Veritech Battloid.

The **BattleTech** WSP-105 "Wasp" LAM is the **Robotech**/**Macross** VF-1S "Valkyrie" Veritech Guardian/GERWALK.

Tatsunoko Productions recently granted Testors a license to directly market 3-inch (1/200 scale) models of their **Macross** mecha under the R.O.B.O.T. logo. These models use the original **Macross** designations and aren't being marketed as part of any series, Japanese or American. There is, in fact, no explanation of what R.O.B.O.T. stands for and just what these machines are supposed to be or do. The boxes are barely larger than the assembled models, probably to serve as stashes for them upon completion, and appear designed for wall or rack hanging display. There are sixteen models in the R.O.B.O.T. series, distributed in two sets of eight, each package bearing promotional pictures of the entire eight-model set. As with the **BattleTech** figures, I only have nine of the sixteen available models and none of the R.O.B.O.T. mecha transform.

Here's the Testors R.O.B.O.T. scorecard:

R.O.B.O.T. #4 is the **Macross** MBR-07 "Spartan" Mark II Destroyer (**Robotech** "Gladiator").

R.O.B.O.T. #5 is the **Macross** ADR-04 "Defender" Mark X Destroyer (**Robotech** "Raidar-X").

R.O.B.O.T. #8 is the **Macross** MBR-04 "Tomahawk" Mark VI Destroyer (**Robotech** "Excalibur").

R.O.B.O.T. #15 is the **Macross** Zentraedi "Glaug" Command System Combat Pod (**Robotech** Zentraedi Officer Battle Pod).

R.O.B.O.T. #25 is the **Macross/Robotech** VF-1A "Valkyrie" Armored Battloid.

R.O.B.O.T. #28 is the **Macross/Robotech** VF-1J "Valkyrie" Armored Battloid, modified into the GBP-1S for Miria Farina 639 Janus (aka Miriya Sterling).

R.O.B.O.T. #31 is the **Macross/Robotech** VF-1S "Super Valkyrie" Fighter.

R.O.B.O.T. #38 is the **Macross/Robotech** VF-1S "Super Valkyrie" Battloid.

R.O.B.O.T. #39 is the **Macross/Robotech** VF-1S "Super Valkyrie" GERWALK/Guardian.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1A "Valkyrie" Battloid.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1A "Valkyrie" GERWALK/Guardian.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1J "Val-



kyrie" Veritech Fighter.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1J "Super Valkyrie" Fighter, as modified for Miria Farina 639 Janus (aka Miriya Sterling).

R.O.B.O.T. #? is the **Macross/Robotech** VF-1S "Valkyrie" Battloid.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1S "Valkyrie" Fighter.

R.O.B.O.T. #? is the **Macross/Robotech** VF-1S "Valkyrie" GERWALK/Guardian.

Although no merchandising is available yet, the **Mekton II** RPG from R. Talsorian Games are clearly derived from a variety of anime series: **Crusher Joe**, **King Of Beasts Go-Lion** (aka **Volttron III**), **Heavy Metal I-Gaim**, **Orguss**, **Round Vernian Vifam**, **Mobile Suit Z-Gundam**. Recently modified to accommodate any anime scenario, **Mekton II** - and its forthcoming companion game, **Battle*Armor** - may generate spin-off merchandise of its own. Since R. Talsorian games took care to alter its mecha designs enough to distinguish them from their obvious Japanese counterparts/inspirations, such merchandising need not involve on licensing from abroad.

Here's the R. Talsorian **Mekton II** scorecard:

The **Mekton II** F-17Y "Aerofighter" AeroMek is based on the **Crusher Joe** P-17Y "Minerva" Pinnace.

The **Mekton II** "Excalibur" Mek is based on the Mark-II version of the title mecha from **L-Gaim**.

The **Mekton II** "Mauler" Mek is based on the **Z-Gundam** RMS-108 "Marselles" Mobile Suit.

The **Mekton II** Type-100 "Scimitar" Mek is based on the title mecha from **Vifam**.

The **Mekton II** "Vector Mark-II" Mek is based on the Z-Gundam RX-178 "Gundam Mark-II" Mobile Suit.

The **Mekton II** 351-B "Verkan PantherCat" BeastMek is based on the Go-Lion "Robo-Lion #4" (Voltron "Blue Lion").

The **Mekton II** A-1300 "Viper" AeroMek is based on the Orguss Emaan "M-Rover" Battloid.

Because of this merchandising crossover, mecha that are difficult to find under one name are often quite plentiful under another - but only if you know where to look. One often overlooked by very helpful place to look for mecha in disguise is the wealth of documentation for the various futuristic RPGs. These contain vast amounts of information on the nuts-and-bolts of a series and its related merchandising.

There are eight books in the **Robotech** RPG series by Kevin Siembel from Palladium Press, which also does distribution for Harmony Gold's **Robotech II: The Sentinels** videocassette. They are: **The Robotech Role-Playing Game**, **The R.D.E. Manual**, **The Zentraedi**, **Southern Cross**, **Invid Invasion**, **The Sentinels**, **The R.E.F. Field Guide** and **The Return Of The Robotech Masters**. While they endeavor to recreate the **Robotech** version of the various storylines, they also include sections on the Japanese source material. Research for these sections include both material extracted from publications like **This Is Animation** and **Animage** and observations compiled from hours of frame-by-frame viewing of the **Robotech** episodes. It was from **The R.E.F. Field Guide**, for example, that I learned that **M.O.S.P.E.A.D.A.** is an acronym for **Military Operation Soldier Protection Emergency Aviation Dive Armor**....

Mekton II by Mike Pondsmith, with artwork by Ben Dunn, from R. Talsorian Games pays homage to a number of anime series beside the seven "official" tributes cited above: **Super Beast Machine-God Dancougar**, **Super Attack Speeder Galvion**, **Super Powered Tracer (SPT)**, **Layzner**, **Magical War-God Go-Shogun** and **Mobile Suit Gundam ZZ** are all lovingly depicted, along with the anime-inspired First Comics feature **Dynamo Joe**.

You should give these books a try even if you detest RPGs. Even the **BattleTech Technical Readout 3025**, a genuinely bad book full of poorly-rendered sketches of borrowed mecha designs and endless drone about the 30th Century neofeudal warlords, has a few items of genuine interest to fans of the genre. The **Robotech** series is an excellent addition to any fan library, if only for their transplantation of the Japanese style sheets taken from the original sources. Many of these are no longer available or available only in Japanese.

Meanwhile, keep your eyes on the shelves of your local K-Mart or Toys 'R' Us, for you never know when one of your favorite and hitherto unavailable mecha models or toys will turn up under another name or wearing some other series' logo. Like or not, there's more out there than meets the eye - robots truly are in disguise!

My special thanks to Steven Kyte of London, England, for his assistance in identifying the mecha from **Sun Fang Dougram** and filling in the blanks. His timely contribution has helped make quite out of a Swiss cheese and penetrated the disguises of nearly half of these masquerading mecha. Domo arigato gozaimasu, Kyte-sama!

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LENSMAN SHIRA R'STARYA

by Patricia Munson-Siter
(continued from last month)

CHAPTER 4

Shira swore softly to herself as she looked at the status boards. No wonder that warp had been so rough! That last shot had holed the engine room, and damaged the warp generator. They were lucky they'd managed a warp at all, and until she could repair the damaged equipment *Pole Star* would go nowhere. At least they'd come out in a relatively empty area of space. Hopefully the enemy wouldn't find them. Her crippled ship could not run, and she didn't have a beam hot enough to light a match without the engines giving power to the projectors.

She looked back at Henderson. The man was slumped in his seat, held up only by the harness. She smiled tiredly. Henderson was some man! He'd lasted as long as he needed to to get the job done, despite his own injuries and exhaustion. "While alive, Lensmen do not quit," she thought to herself, quoting Worsel. "Seth, another stretcher,

please," she requested.

"Yes, lady. On its way."

Somehow she got the new Lensman out of his chair and onto the float. Seth took it away. She took one more look at the status board and all the red lights, and sighed. She was tired and worn out. Too exhausted to think straight under current conditions. There was no immediate danger and lots of hard work ahead. "Seth, take a complete inventory and prepare a report for me. Which stuff has to be fixed, its importance in order, and our supply situation for effecting those repairs. Also a report on the condition of Kim and Hen. Give it to me later, I'm going to go shower and then get some sleep."

"Understood, Shira. I'll wake you if anything important happens."

"I would hope so," the Lensman replied dryly.

She looked at herself critically in the mirror after the shower, and decided her current appearance had to go. Even clean, the hair was dry and stringy, and the lines in the prematurely aged face she'd put on to help further their

escape were even more visible with the grease washed off. What to change to? Then a thought came unbidden. It had been ages since the last time she'd been herself...plain compared to the thlonite dream of Derner's girlfriend, but her and not someone else. And, somehow, for a reason she was afraid to put a name to, she wanted Henderson to see her true form. She composed herself, programmed her ability to do what she wanted...and went to sleep. This was one form she could change to without controlling the process every step of the way.

Henderson woke up, feeling unusually refreshed. Then he realized that the stark walls around him and the narrow bed he rested in were not those of either his cabin on board ship, nor the hotel room they'd occupied on Gal-ladraz. He turned his head, saw Kinnison on



the bed next to his. The younger Lensman's form was mostly concealed by a medical cylinder.

"Kim?"

"He cannot respond," came a voice. Henderson recognized as Seth's. "The patient is still being kept unconscious and will remain that way for some time, until most of his injuries are healed."

"He'll be all right, then?"

"Yes."

"What about me? Can I get up? Where are my clothes?"

"You were experiencing exhaustion and neural stimulation from a blaster bolt," the computer told him. "Simple sleep was the cure in your case. In addition, I strongly suggest you eat the meal that will be delivered to you shortly."

"I AM hungry," Henderson acknowledged. Further, the food the computer prescribed was more than edible; it tasted GOOD. The new Lensman had no problems eating it all. Then Seth told him where his clothes were, and the human was up and around.

"Where's Shira?" he asked when he was done.

"Outside."

"Outside? Are we on a planet, then?"

"No. But it is easier to repair the equipment she is working on outside the ship rather than trying to do it in the engine room."

"Still in space -- the engine room?" Hen was rapidly putting two and two together. "How badly was the Pole Star damaged in the battle, Seth?"

"We have no warp drive, and several other components, such as the subspace radio, were damaged."

"She's repairing this ship by herself?" Henderson was a little surprised, but then acknowledged that he should expect that of the woman. "Shira," he thought carefully into his Lens, "is there anything I can do to help?"

"Hen, I'm glad you're up and around!" Shira replied. For an instant he was in her mind, aware of her concentration on the weld she was making in a casing. "I can definitely use another hand. There're some GP space suits near the airlock. Seth can tell you where."

"I'll be there shortly," he told her.

"Well, it's going to be a long job, but not impossible," Shira was saying later as they came in after working a full day's worth outside. "We've got enough raw materials to make repairs on those pieces we don't have spares for. With two of us working..."

"Maybe a month or two should do it," Henderson agreed, taking off the space suit. He turned, looked at her. "You've changed appearances again. It must be difficult finding yourself under that changing exterior at times."

"Not really," she laughed. "What's inside is what's real --

and right now you ARE looking at the real me!"

"That's your natural appearance? I wasn't sure you HAD..." Henderson let the sentence die.

"I couldn't always change my appearance. That came much later in life," Shira grinned wickedly. "Rather plain, but..."

"Well, not exactly plain," Henderson denied, looking at the woman. Her hair was auburn brown, in a long braid pinned to the crown of her head. The eyes which looked at him were deep gray, and her skin color was very close to his own. "Actually, women like Dermer's make me uncomfortable..."

"You lie very nicely," Shira laughed. "But I thank you anyway. Now, let's get some dinner to rebuild these tired muscles before hitting the sack. We're in for a lot of days as long as this one."

"How about trying to Lens someone for help?" Henderson asked.

"I'm not strong enough to reach all the way to Grand Base and raise Haynes," Shira said. "And I've never met either Worsel or Tregonsee, so I can't even try to Lens them. You've met Worsel, Hen - why don't you give it a try?"

Henderson nodded, touched his Lens to his forehead and tried. No luck. "Let me help," Shira said, and her mind gently joined with his, meshing like they were made to fit together. Still nothing. Although he'd met Worsel, he didn't know the Velantian well enough to form an image strong enough to enable them to contact the alien Lensman. The two pulled their minds apart, looked at each other. "Guess it's back to the salt mines in the morning," Henderson said.

"We don't have much choice. Kim might be able to reach Worsel, but Seth says he's not going to wake up for quite a while. We can't afford to wait that long, and then possibly discover Kim can't reach any of them either," Shira said.

"Agreed," Henderson nodded. He liked the way this woman thought. There was nothing loose or muddy in her reasoning!

"If nothing else, we've got to get to base so I can try and persuade Haynes to let me eventually go back there and find out more about those tunnel dragons who helped us," Shira added softly. "I didn't have much time to speak with them..."

"But a fascinating culture there," Henderson agreed. "But that's in the future."

"Agreed. First things first, eh?"

"Indeed."

As time went by and they labored mightily at fixing her ship, Henderson found r'Starya easy to work with, and to talk to. The few times they had of ease, in between working and sleeping, she told him somewhat of her dreams of returning to the work she really loved -- space exploration -- if and when Boskone was finished. And if she survived to see that end, she added matter-of-factly. Hen agreed that the idea of exploring had its attractions, although her comment

about the possibility of death was sobering — obviously, she'd faced possible death in other incidents than this last one, and had come to grips with it. That was something he hadn't quite achieved yet. And as their minds touched more frequently in Lensed conversations, he discovered that they seemed to fit together like a well-oiled machine. They were becoming a team, taking comfort and strength from one another. Still, he was afraid to follow his occasional thoughts on their growing closeness to their possible conclusion. It was now several years since Ilona's death, yet the memory still hurt. While he denied the knowledge of his growing feelings for the woman consciously, his inner soul recognized what was happening, and Henderson began to find himself constantly tensed up for reasons he couldn't — or wouldn't — acknowledge.

Still, he should have seen it coming, he thought later. Shira certainly had, although she had respected his self-containment until the day, almost a month after they had been stranded, when they met accidentally in the shower room following a rather satisfactory day of successful repairs.

Actually, the 'occupied' symbol HAD been up, he'd discovered later. In his hurry to wash the sweat off he'd missed seeing it. He plunged into the room, stopped short when he saw its other occupant. Shira was wrapped in a towel, using a second one to blot her hair dry. She turned as he stepped in the doorway in some confusion, threw the second towel in the laundry. Her hair, still dark with moisture, hung to her waist. "Don't worry, Hen," she smiled. "I'm done with the shower. If you like, you can join me in the hot tub when you're through."

"Sorry, Shira." He was glad he'd wrapped the towel around his waist, anchored it firmly with one hand. He wished he'd worn the robe he usually put on at such times.

"No problem," she assured him. "You've nothing to be embarrassed about! After all, it takes a lot of work to build the sort of body you've got there." Gently, she stroked a bicep. "You should appreciate...oh, damn!" Suddenly it was her turn to be embarrassed. "Let me guess. You come from a culture where mixed-sex bathing is a no-no. I should be the one apologizing..." She turned away, ready to flee into the room where the hot tub was, but before she could get more than a step away Henderson had grabbed her arm. There had been an underlying thought there he'd picked up: "Oh, Lady, now I've really blown it. Dimwit!" She faced him, mouth resolutely firm...but there was despair in her eyes. He never could explain afterward exactly why he did what he did next. Forgetting his towel, he wrapped both arms around her, and as she lifted her eyes questioningly, kissed her full on the lips. She responded enthusiastically.

"Hen," she said huskily a moment later, after catching her breath. "I was afraid I'd blown it for good...I'm SO glad I didn't!"

"I've been such an idiot about it, I'm surprised you're interested in me at all!" he replied, fingers entwined in her hair. "How can I ever rate you..."

"Hen, if I didn't love you, I wouldn't have reacted the way I

did a moment ago... nor would I be making such a bare-faced pass at you right now!" Shira smiled up at him, one arm around his neck and the other resting on his chest. Her towel had slipped, too. As he began to reddens again, Shira laughed and pushed him away. "Go take your shower, love," she said. "Join me in the hot tub when you're ready to..." Picking up her towel from the floor, she threw it over her shoulder and disappeared into the small alcove.

Slowly, Henderson picked up his own towel and went to the shower stall. "Sunk...sunk without a trace," he thought to himself as he turned on the water, cold as he could get it. He jumped involuntarily as the chill liquid struck bare skin. He spent longer under the water than normal, putting off the decision that waited. He knew that by joining Shira in the hot tub he would be making a commitment. Was he ready for it? The Lensman was not the beauty Ilona had been, but there was something about her which made Henderson forget that remembered pain when he was with her. As Kim was wont to say, the woman was pure metal clear through.

A memory surfaced. Him telling Ilona that if he were killed — as could happen to anyone serving in the Galactic Patrol — she was to get on with life, and not feel guilty if she decided later to remarry.

"I'll remember, Hank," Ilona had replied. "And the reverse is true, too. Becoming a recluse would not be a very good way to honor my memory."

Henry Henderson turned off the shower. No guilt on either side...he was being given an opportunity to once more live life fully. He'd better not mess it up, or let that extraordinary woman waiting for him right now think she'd made a mistake, either. Now that he had found the courage to look inside his own head, he knew would never forgive himself if he turned down what she had offered to him.

Shira r'Starya was almost totally immersed in the bubbling water, letting the heat soak into her weary muscles. She opened her eyes as Henderson joined her. "I was beginning to wonder if you were going to accept my invitation," she said softly.

He put an arm around her shoulders and pulled her close. She came readily into his arms, fitting snugly against his chest. "I was just a little afraid of facing the fact I love you, Shira," he replied. "My memories of my late wife are still fairly strong, despite the years since her death. But it would not be her wish that I stop living and growing. That would invalidate everything she lived for. I had to discover that just because I love you doesn't mean I've forgotten her."

"I can sympathize, Hen," Shira said softly. "I once was married, many years ago. I can remember how long I hurt after his death, how each reminder of his absence brought me pain. With time, that hurt eventually dimmed. Now I can remember our time together with pleasure rather than agony. Eventually it will be the same for you."

"With your help, love," Henderson replied. "Did you have any children?"

"No, I'm afraid not. There was no time then, and no place, either. I barely survived that time - and Stephen did not. I wouldn't have brought kids into the world we were living in at the time. You?"

"I have a son, Henry Junior. He's being raised by my parents. Hen was silent a moment. "This all is going to be a shock to him. I hope he'll adjust."

"I imagine he'll be somewhat wary at first, but if we don't push him too hard he'll hopefully come around. Just don't insist that he call me "Mother." I'm not his mother, and he'll resent it."

"He's a good kid, and I'm sure the two of you will hit it off all right. I just wish I could see him more often - but you know as well as I do how difficult that can be when you're in the Patrol."

"It'll be even worse now that you've received the call of the Lens," Shira remarked soberly. "With its authority come responsibilities. But you already know that." Her hands were busy massaging the muscles on his back. Under that treatment, Hen had begun to relax...for the first time in days.

"I've seen how hard Kimball works, even when Haynes hasn't asked him to do something," Henderson agreed. "Perhaps we'd better enjoy our time together while we're working on repairing this crate? We may not get much of it after we return to Prime Base."

"And just what did you have in mind, love?"

"Keep that up for the moment," he told her with a sigh.

"Klono, that feels good! What type of wedding ceremony do your people hold?"

"Well, my parent culture is a lot like yours. The bigger the wedding, the better, with lots of witnesses and usually some sort of official to conduct the actual ceremony. But the Star Guides, whom I became a part of, are too spread out and too few for that to be the norm. Instead, simple vows between the two are made, with only the stars as witness. And we exchange bracelets as tokens of our commitment, not rings as your people do. Eventually, when they can, the bonding ceremony will be registered with our central computer. When there is an in-gathering of Guides many chose to have a second, witnessed ceremony before brethren."

"But your people consider the unwitnessed ceremony as legal and binding as the witnessed one?"

"We do. Hen, why-?"

"You can certainly guess, can't you, Shira? Now that I've finally faced my own feelings, I'm ready to make that



commitment. We can always have another ceremony later - that one to satisfy official protocol and for Patrol records. Will you marry me?"

She grinned. "I could guess - I just wanted to hear you say it! Sure you won't settle for me seducing you? No? Then I guess I'll have to say yes."

"Wonderfull Now where..."

"Right here, if you like. After all, there ARE no viewports in this ship, only viewscreens. SETH! Project a star-field in here, please. And make up a set of bond bracelets for us."

"Affirmative," came the voice of the ship's computer.

"He can hear in here?" Henderson was a little disconcerted.

"Anywhere in the ship. After all, things can go wrong with this room, too. If you're worried about privacy, Seth won't talk...except to me, of course, if he feels it's necessary."

"And I thought I was going fast!" Hen remarked as the starfield flamed into being all around them.

"Do you think I'm going to give you a chance for second thoughts? Not on your life! You might change your mind about getting married to such a weird person as me!" Shira laughed.

"Never," he replied - which is what she wanted to hear - and kissed her.

A few days later, Hen woke up as Shira touched his shoulder. "Morning, love," he murmured. "Another long day..."

"Not so long," she smiled back. "Seth says we can wake up Kim this morning. Want to wait for breakfast until we can eat it with him?"

"I can hardly wait!" he grinned back. "Shall we tell him right away, or keep him guessing?"

"Let him guess -- at least as long as you can keep a straight face!"

"Me keep a straight face? How about you?" Henderson demanded. "You're still floating a good yard above the floor, without zero g!"

"So are you, love," she replied gently. "Perhaps we'd better play it by ear? The man, after all, has been a Lensman longer than either of us, even if he does act like a snout-nosed teenager at times."

"True," Henderson agreed. "Let me get dressed, and we'll go down to see the man."

NOT NECESSARILY A SERIOUS GUIDE ON HOW TO WATCH 'THE HERCULOIDS' IN A SERIOUS FASHION; OR THE GAIJINITSU ICHIBAN THEORY OF HERCULOIDEAN RATIONALIZATION

By: Gaijinitsu Ichiban, or a reasonable facsimile thereof

[Special thanks (or apologies, depending on how you want to look at this) to Murph 'I am NOT a weasel' the Ferret.]

A few days ago I was perusing a friend's videotape collection and happened to notice a copy of 'The Herculooids' that was hiding between 'Phantasm' and 'Space Sentinels'. Temporarily overcome with a regression to my childhood, I asked if I could borrow the tape and, like the kindly weasel (sorry, FERRET!) that he is, Murph agreed to lend it to me. Clutching my prize greedily in my hot little hands, I ran home and promptly slapped the tape into the VCR, then spent the next four hours trying to get it out since I had foolishly neglected to remove the cassette from its protective box before inserting the tape.

Two VCR heads and several hundred dollars later, I was finally ready to start enjoying 'The Herculooids'. At least, I thought I was going to enjoy it. Being several years older now than when I'd first watched the series (and exactly HOW many years is none of your @\$%&! business!) I discovered a number of discrepancies and inconsistencies that I hadn't noticed before:

- 1. The planet is called 'Zandor's Planet' instead of 'Cue Ball', 'XL-5', or even 'Dirt'.
- 2. Despite the family's primitive lifestyle, Zandor can pilot an



interplanetary, if not interstellar, spacecraft quite competently, and the rest of the family shows no trace of superstitious reverence and awe when confronted with assorted high-level technonamies.

- 3. Each of the critters, with the exception of Gloop and Gleep, are one-of-a-kind, and, despite their guttural ramblings which pass for language, what they have to say is quite clear to Zandor, Tara and Domo.
- 4. The creatures are also quite willing to not only put up with the human family's demands but even endanger their own lives when the humans are threatened, yet there is no reason given why this should be so.
- 5. Zok's physiognomy keeps changing, most notably in the eyes, but he has also been known to grow and lose fangs in approximately eighteen seconds. The border between his light green underside and his darker green topside keeps changing; this usually happens around his mouth area but his hind legs have also had their differences of opinion in at least one episode. It has also been brought to my attention that Zok's gender inexplicably changed between the first and second season, going from, "Faster, boy, fly faster Zoki!" to, "Attagirl, Zoki!"
- 6. There is a strange, rubbery vine that grows on Zandor's Planet, and Zandor has a peculiar habit of hurling himself bodily at them, first bouncing off two or three of them and then using his momentum to fly off to one side.

When confronted with this sort of thing, most people simply shrug their shoulders and chalk it up to bad writing or poor editing. Galjintits Ichiban, however, is not content with this. Instead, I have taken the time, trouble and effort to devise a viable theory to explain these phenomena in a reasonable fashion. The Galjintits Ichiban Theory of Herculean Rationalization is as follows:

Zandor was a renowned biogeneticist who specialized in creating new forms of life, rather than simply enhancing pre-existing organisms the way his professional peers were wont to do. After several attempts, Gloop and Gleep were his first successful creatures. As Zandor gazed upon them, however, he was not fully content; true, they were alive and intelligent but to the untrained eye they could be considered hardly more than enlarged greenish white amoeba. So Zandor went to work again and created a more complex life-form, Igoo the stone ape. Flushed with success, Zandor decided this was only the beginning. He then tried his hand at even more complex creatures and thus was created Tundo, the multi-legged rhinoceros/Triceratops/ exploding-rock shooting/something else mix.

Despite these triumphs, Zandor found it increasingly harder to find respect from his fellow biogeneticists, since they considered him a prima donna, showoff, and overbearing knowitall. In a last ditch attempt to achieve the recognition he felt he so richly deserved, Zandor scraped together what he could of his research funds and created the most

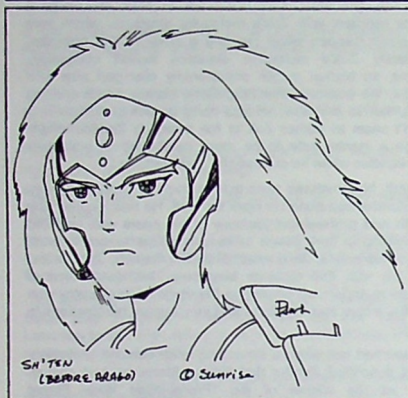
complex creature yet, the half dragon/half kangaroo Zok, who could not only fly but fry with laser beams that emitted from his eyes and the tip of his tail. (Zandor later found a minor problem with Zok's molecular structure, which was bound to happen when creating a creature this complex; evidently Zok's molecular structure wasn't completely stable, so his/her pupils occasionally changed size and shape, the colors kept shifting along his/her mouth and leg area, not to mention unusual fang growth patterns. This didn't seem to bother Zok in the least, so Zandor simply made a mental note to be more careful about molecular stabilization when he created the next creature.)

Overall, his creatures were truly marvels of bioengineering, yet Zandor had done his work too well. He had incurred the wrath and professional jealousy of his peers who now did everything in their power to keep precious research funds out of his hands. As a result of their influence, Zandor lost his job with Evil Galactic Megacorp, Inc. (a division of Beatrice) and found himself on the verge of bankruptcy with a wife, a son, and five large and very hungry blocreations to feed.

All seemed lost when a life-saving letter came in that day's mail; it notified Zandor that Edmac Mannum had chosen him as the winner of the "Planet-Wide Wide Planet Contest." Yes, Zandor had won a large planet of his very own. As a final gesture of defiance, Zandor registered it under the name 'Zandor's Planet' so his ex-colleagues would never be allowed to forget him, then he and his family packed up and moved to the new planet to live out the rest of their existence.

Readers will quickly grasp the elegance of this theory, since it explains Zandor's familiarity with high-tech equipment, why everyone refers to the planet as 'Zandor's Planet', why the creatures readily obey Zandor and the family, why the humans can understand what the creatures are saying, why Zok's appearance (and gender) continually shift, and why there is only one of each kind of creature (except for Gloop and Gleep).

Certain readers will also be quick to point out one item that my theory does not cover: why Zandor was in the habit of flinging himself bodily against rubbery vines. I will be the first to admit that I have no idea, much less an explanation, for his behaviour. (At least, none that could be printed in a family-oriented publication such as this one.) Perhaps this is one of those mysteries that man is not meant to know the answer to, or perhaps the explanation lies in what Murph himself said; "Hey, maybe he was doing it for the adrenaline high!"



ELECTRONIC ANIME NETWORK

by Randall S. Stukey

One of the prime factors preventing the spread of anime fandom in North America is the lack of easily available information. Starting a local anime fan group - even if you are associated with a group like the C/FO or the EDC often proves to be more work than it is worth, because unless the group can produce a fanzine or newsletter of some type containing solid information on anime it is often hard to get people interested. Many people do not really enjoy staring at a TV screen trying in vain to guess what is going on in a show that is not only in a foreign language, but from a very alien culture.

Major fan groups like the C/FO, the EDC, and SDF-Fort Worth can produce major newsletters that are full of information that helps attract people to this hobby and helps keep them in it. But these publications are generally expensive and poorly distributed. For some time I have been trying to think of some better way to get information out to anime fans around the country, but I never could come up with a better way to do so.

Enter Stanley Galvin. I received an electronic mail message from Stanley a couple of weeks ago proposing something he calls the Electronic Animation Network (or EAN). The EAN would produce an electronic monthly anime zine which could be uploaded to computer bulletin boards around the country and read by anyone with a computer and a modem who was willing to download the monthly file. This file could be printed out on just about any printer. (This is not a new idea - there are several such "publications" in other fields floating around the country now.)

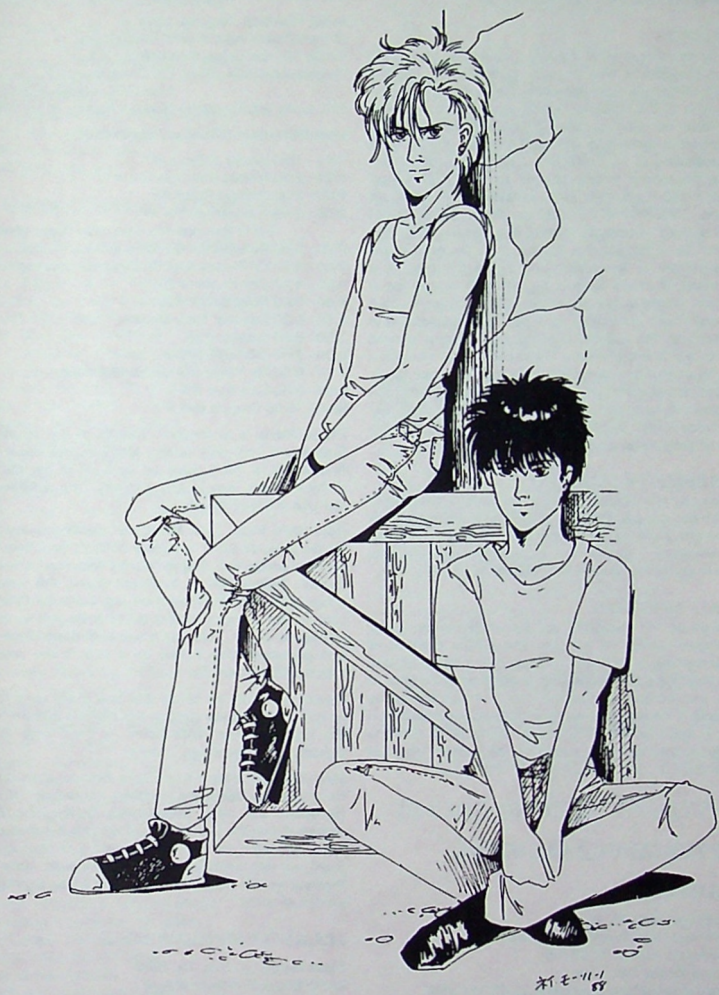
I thought about Stanley's idea and after some electronic discussion with him on it, I voted it a capital idea. Then we began to discuss how the idea could be put into practice,

and it quickly became clear that Stanley had already given quite a bit of thought to the subject and had almost everything planned out. I only argued for one change in his idea. According to his original idea, the publication would be copyrighted but anyone would be allowed to copy it provided no money was charged for the copy. I talked him into changing this so that non-profit anime clubs would be able to charge the exact cost of printing and mailing copies of the publication to their members without violating the copyright. This apparently minor change will allow local non-profit anime groups to obtain a copy of each month's issue, print it out on a member's computer, copy it and mail it out to their members; thus spreading the information around even more. Non-profit anime clubs may even be allowed to add a few pages of local information on to the publication - but a final decision has not been made on this at this time.

Stanley hopes to begin this publication soon, but as he is graduating from college this month and being shoved out into the cold cruel world to get a job, he is not exactly sure when he will be able to start this publication up. At the moment, Stanley is not even sure where he will be living when he graduates as he has applied for work with several companies scattered across the map. So I have volunteered to act as a contact point until Stanley gets a job and a place to live.

At the moment, Stanley is looking for two things: people to help distribute the publication (by sending him a disk every month and a self-addressed return mailer and then uploading the file to BBSs in your area) and for authors willing to send him material for publication. Stanley has an IBM PC with 5.25" drives, so only those with compatible equipment need apply. If you are interested in helping with this project, please send a card/letter with an SASE to Stanley Galvin, care of Randall Stukey, 4122 Tallulah, San Antonio, TX 78218-3452. DO NOT enclose any offers of assistance with any letters to myself or the C/FO as I will simply be putting Stanley's mail in a big envelope to mail to him when he gets settled down somewhere - and therefore will never see what you say to the C/FO!

Stanley is not a C/FO member and this project is not sponsored by or officially supported by the C/FO. However, it seems to be a good idea that should really help expand anime fandom and has my personal support (especially as it does not require any additional work on my part, other than uploading the finished product to some local BBSs). I have told Stanley that he can reprint material from C/FO publications (just as any other non-profit group can), so if you submit something to us for publication - it just might end up in Stanley's electronic magazine as well. If you do not want this to happen to anything that you submit, just let me know when you submit it.



GENERAL C/FO NEWSWIRE

C/FO SUED

The C/FO has been sued by the Hannifens. The C/FO Board of Directors voted 8 to 0 (with Randall Stukeby abstaining as he was also named in the action) to use the full resources of the C/FO to defend against this suit. This suit will have no effect on the C/FO's hardline anti-video pirate stand, but defending against it will cost quite a bit of money (estimated at \$5000-\$6000). The Board of Directors has therefore voted to set up a C/FO Legal Defense Fund and ask for contributions from all members. TWENTY-FIVE dollars from each C/FO member would probably cover the entire bill. \$25 may sound like a lot, but it is far less than the cost of one anime videotape or laser disk and about the cost of a month's worth of anime magazines, one CD, or one major anime book. (There is already about \$30 in the fund and it has not even been announced until now.) Please send your contributions to the C/FO's main address (make checks payable to the Cartoon/Fantasy Organization, but enclose a note telling us that the check is for the legal defense fund). If members do not contribute to the Legal Defense fund, our publications will become very thin and very infrequent (say once or twice a year instead of once a month??), starting perhaps as early as next month.

NEW AFFILIATE FORMING

C/FO member Ray Barker is trying to form a new C/FO Affiliate (to be called ANIME FRONTIER) in Buffalo, NY. Ray hopes the group will be able to put out a quarterly zine and meet once every 5 weeks. For more information, contact Ray Barker at 227 Woodward Ave, Buffalo, NY 14214.

C/FO AD APPEARS

A classified ad for the C/FO will run during May in the Comic Buyers Guide. [In keeping with CBG's tradition of getting something minor wrong in each of the classified ads we have ran in the publication, there is a minor error in this new one: we are listed as the "C/FL" — no problem as the address is correct, but we thought we'd mention that it is an error and that the C/FO is not changing its name to (hopefully) forestall a flood of mail on the subject from the membership!]

CHAPTER/AFFILIATE NEWS

C/FO-AUSTIN

Next Meeting: May 27, 1989
at the Lawnmont Apartments' Club Room
2211 Lawnmont, Austin, TX 78756
Suggested Donation: none
For more information: Sarah Still, (512) 348-1558
May Schedule: Unknown

C/FO-SAN ANTONIO

Next Meeting: May 14, 1989
at the Winston Apartments' Club Room
on Sir Winston Drive, San Antonio, TX
Suggested Donation: C/FO Members-\$1
Non-C/FO Members-\$2
For more information: Randall Stukeby, (512) 655-2678
May Schedule (Times are approximate)

1:00 - 1:30 Urusel Yatsura #7
1:30 - 2:00 Mobile Suit Gundam #17
2:00 - 2:30 Orange Road #5
2:30 - 3:00 Gatchaman II #16
C/FO-San Antonio Executive Board Meeting
3:00 - 3:30 Aura Battler Dunbine #8
3:30 - 4:00 C/FO-San Antonio Business Meeting
4:00 - 4:30 City Hunter #28
4:30 - 5:00 Saint Selya #22
5:00 - 5:30 Samurai Troopers #5
5:30 - 6:00 Votoms #38
6:00 - 7:00 DINNER BREAK
7:00 - 9:00 My Youth in Arcadia (Subtitled)
9:00 - 9:30 Cats Eye #7
9:30 - 10:00 Dragon Ball #7

Pizza Party a Success: Thanks to the efforts of Brian Sutton and Tina and Tammy Mailloux, the latest C/FO-San Antonio Pizza Party, held on April 30 at the Mr Gatti's on Walzem Road, was a big success. The subtitled Crusher Joe was enjoyed by all.

Schedule Vote This Meeting: It's that time again. Time for the general C/FO members of C/FO San Antonio to vote on what series the chapter will be showing for the next four months. Ballots will be available during the first couple of hours of the meeting. If you are a general C/FO member, be sure to get a ballot and vote for what you would like the chapter to show. This ballot will also have some British TV and Japanese Live Action on it due to the requests of a couple of members.

Please vote only for series that you really want to watch. A couple of the shows getting the highest number of votes in the last Schedule Vote seem to have very few people actually watching them! Thanks.

San Antonio Fan Fair: Some decisions on this need to be made at our May meeting (hopefully, the Chapter Executive will have talked with Bulldog by then). The weekend that the San Antonio Fan Fair is scheduled for the same weekend as our June meeting. If we run the video room, we will probably have to cancel or move the June meeting as the video machines and tapes cannot be in two places at once!

INLAND EMPIRE ANIME

Next Meeting: May 13, 1989
at the home of Wayne Wright
1575 Lillian Lane, Highland CA
Suggested Donation: Unknown

For more information: Wayne Wright, (714) 864-3417

May Schedule (Times are approximate)

- 1:00 - 2:00 Heavy Metal L-Gaim #28-30
- 2:00 - 2:30 SPT Layzner #9
- 2:30 - 3:00 Urusei Yatsura: Nagisa's Fiance
- 3:00 - 3:40 Dominion Act II
- 3:40 - 5:10 Area 88 Act III
- 5:10 - 6:00 Dinner Break/Business Meeting
- 6:00 - 6:30 Hokuto no Ken 2 #2
- 6:30 - 7:30 His Name Is Gold
- 7:30 - 9:30 Batsu and Teri

C/FO MEMBERSHIP EXPIRING

Membership Expires at End of May 1989

- Matt Bowerman - Omaha, NE 68108
- Roy Bruce - Richmond, VA 23227
- William A. Gelineas - Cape Elizabeth, ME 04107
- Mike Howell - Brighton, MI 48843
- Eric Kochi - Stockton, CA 95209
- Christopher Krolczyk - Chicago, IL 60625
- Stephen McCloy - Oklahoma City, OK 73111
- Joe Nozemack - Houston, TX 77084
- member of San Antonio
- Nathan Ramer - Hill City, KS 67842
- Al Rutter - Humble, TX 77347
- member of San Antonio
- Kenneth Sample - Randolph, NJ 07869
- Howard J. Schultz - Minneapolis, MN 55408
- Scott Yukito Steele - Portland, OR 97211
- Paul Sudlow - Sewanee, TN 37374
- member of San Antonio
- Lory & Pat White - Carrollton, TX 75007
- member of San Antonio
- Robert John Williams - Long Beach, CA 90808
- Ken Wolfe - Winnipeg, MA Canada
- member of San Antonio

Membership Expires at End of June 1989

- Scott Belcher - Jacksonville, FL 32211
- member of San Antonio
- Terry Biffel - Sacramento, CA 95833
- member of Sacramento
- Adam Cheney - San Diego, CA 92129
- Warren Cloudman - Lynn, MA 1805
- Kenneth W. Corey - Oregon City, OR 97045
- Randy Craft - Ruidoso, NM 88345
- Joe Gardner - Houston, TX 77098
- member of San Antonio
- Tom Hamilton - Kettering, OH 45409
- Susan B. Houston - Nashville, TN 37205
- Jeffery Jonas - Highland Park, NJ 08904
- Woodie Keenan - Newtown, PA 18940
- James G. Lomax - Duarte, CA 91010
- David Merrill - Smyrna, GA 30080
- member of San Antonio
- Kent Nicholson - Griffin, GA 30223

- Mark Nye - Bradenton, FL 34281
- member of San Antonio
- Gregg Owens - Loma Linda, CA 92354
- member of Inland Empire Anime
- Dave Pascluto - Villa Park, IL 60181
- Jose Perez-Arbelo - Ft Sam Houston, TX 78234
- member of San Antonio
- Lance Pimlott - Victoria, BC V9A-1Y2 Canada
- Greg Pugh - Springfield, VA 22153
- Jeff Robbins - Snellville, GA 30278
- Mark Rothman - Plainview, NY 11803
- member of San Antonio
- Martin Scott - Goleta, CA 93117
- Wilfredo Segarra - Cabo Rojo, PR 00673
- member of San Antonio
- Rocky Shiu - San Paula, CA 93060
- Michael Straus - Studio City, CA 91604
- Richard Suzuki - Davis, CA 95616
- member of Sacramento
- Marc D. Williams - Baldwin Park, CA 91706
- Richard Willis - Socorro, NM 87801
- Daniel D. Wu - Bakersfield, CA 93309

Membership Expires at End of July 1989

- Jesse Bowdoin - Griffin, GA 30223
- Peter Brodie - Sydney, NSW 2230 Australia
- Samuel Chen - San Jose, CA 95119
- Rudy Enriquez - Beaverton, OR 97005
- Meg Evans - Norco, CA 91760
- Derek Holzer - San Rafael, CA 94901
- Andrew Kaye - Sylmar, CA 91342
- Tomoaki Okuzumi - Pico Rivera, CA 90660
- Paul D. Ortega - Austin, TX 78758
- member of San Antonio
- Gary A. Weir - Indianapolis, IN 46204
- Wayne O. Williams - Richmond, VA 23222
- member of San Antonio
- A. Neal Wingate - Tampa, FL 33624

**If your name appears
on the above list, please
renew your C/FO
membership TODAY!**

Available Now...

Anime House Presents #2

Fiction:

Costs: \$15ppd.

Electra's Song (Saint Seiya) by Susan Tull
Guardian Dear (ZZ Gundam) by Steph Rendino
Icarus Also Burned (Saint Seiya) by Nei Mo Han
In His Debt (Urashiman) by Karen Klinck
The Mole's Hole (Patalliro!) by Ron Miles
Thoughts Contingent on the Totally Rad (Lupin III)
by V.M. Wyman

Art by Cyrisa Adamson, Pat Malone,
Nei Mo Han, Felicia O'Sullivan,
Robert Perchaick, Tacs,
V.M. Wyman

Cartoons by Jeanette Eilke,
Lawrence Sufrin,
V.M. Wyman

Poetry by Constance Dickson-Otty,
Nei Mo Han

Manga by Nei Mo Han

You must be 18 years old to purchase
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